

1 **CLAIMS**

2 1. A game console, comprising:
3 a memory;
4 a processor coupled to the memory; and
5 a console application stored in the memory and executable on the
6 processor, the console application presenting a user interface to facilitate access to
7 multiple different media types.

8
9 2. A game console as recited in claim 1, wherein the memory comprises
10 a hard disk drive.

11
12 3. A game console as recited in claim 1, wherein the media types are
13 selected from a group of media types comprising game data, audio data, and video
14 data.

15
16 4. A game console as recited in claim 1, wherein at least one media type
17 is stored remotely from the game console.

18
19 5. A game console as recited in claim 1, wherein the user interface
20 comprises a main menu that includes selectable elements for each of the media
21 types.

1 6. A game console as recited in claim 5, wherein the user interface
2 comprises a games collection menu that is presented upon selection of a selectable
3 element in the main menu that relates to a game media type, the games collection
4 menu identifying currently available games.

5
6 7. A game console as recited in claim 5, wherein the user interface
7 comprises a music collection menu that is presented upon selection of a selectable
8 element in the main menu that relates to an audio media type, the music collection
9 menu identifying currently available music.

10
11 8. A game console as recited in claim 5, wherein the user interface
12 comprises a movie collection menu that is presented upon selection of a selectable
13 element in the main menu that relates to a video media type, the movie collection
14 menu identifying currently available movies.

15
16 9. A game console as recited in claim 1, wherein the console application
17 defines a navigation hierarchy comprising:

18 a main menu that includes selectable elements for each of the media types;
19 and

20 multiple collection menus presented upon selection of corresponding
21 selectable elements in the main menu, each collection menu identifying content
22 available for an associated media type.

1 **10.** A game console as recited in claim 1, further comprising:
2 a portable media drive configured to communicate with a portable memory
3 device that stores a particular media type; and
4 the user interface being configured to facilitate access to media types other
5 than the particular media type stored in the portable media drive.

6
7 **11.** A game console as recited in claim 1, further comprising:
8 a portable media drive configured to communicate with a portable memory
9 device;
10 one or more portable memory units; and
11 the game console being configured to present a user interface identifying
12 the memory, the portable memory device, and the memory units that are available
13 for storage of user data.

14
15 **12.** A game console as recited in claim 1, wherein the user interface
16 comprises a parental control settings menu that allows a user to set various content
17 filter levels for the different media types.

18
19 **13.** A game console, comprising:
20 an integrated hard disk memory that stores instructions required for running
21 games on the game console;
22 a processor coupled to the hard disk memory; and
23 a console application stored in the hard disk memory and executed on the
24 processor.
25

1 14. A game console as recited in claim 13, wherein the console
2 application presents a user interface to facilitate access to multiple different media
3 types.

4
5 15. A game console as recited in claim 13, wherein the console
6 application presents a user interface identifying contents of the hard disk drive.

7
8 16. A game console as recited in claim 13, wherein the console
9 application defines a navigation hierarchy comprising:

10 a main menu that includes selectable elements for corresponding media
11 types; and

12 multiple collection menus presented upon selection of corresponding
13 selectable elements in the main menu, each collection menu identifying content
14 available for an associated media type.

15
16 17. A game console as recited in claim 13, wherein the console
17 application presents a user interface comprising:

18 a main menu that identifies different media types;

19 a games collection menu selectable from the main menu to identify one or
20 more game titles that are currently available to play;

21 a music collection menu selectable from the main menu to identify one or
22 more music titles that are currently available to play; and

23 a movie collection menu selectable from the main menu to identify one or
24 more movie titles that are currently available to play.

1 **18.** A game console as recited in claim 17, wherein the user interface
2 further comprises a memory collection menu selectable from the main menu to
3 identify the hard disk memory and any other memory devices available for storage
4 of user data.

5
6 **19.** A game console as recited in claim 17, wherein the user interface
7 further comprises a games option menu selectable from the games collection menu
8 to offer options pertaining to a selected game title.

9
10 **20.** A game console as recited in claim 17, wherein the user interface
11 further comprises a music player menu selectable from the music collection menu
12 to facilitate playback of a selected music title.

13
14 **21.** A game console as recited in claim 17, wherein the user interface
15 further comprises a movie player selectable from the music collection menu to
16 facilitate playback of a selected movie title.

17
18 **22.** A game console, comprising:
19 a portable memory drive configured to communicate with a portable
20 memory device that stores a first media type, the first media type being one of
21 game media, music media, or movie media;
22 a memory configured to store a second media type, the second media type
23 being one of game media, music media, or movie media;
24 a processor coupled to the portable memory drive and the memory; and
25

1 a user interface to facilitate user selection of the first and second media
2 types.

3
4 23. A game console as recited in claim 22, wherein the memory
5 comprises a hard disk drive.

6
7 24. A game console as recited in claim 22, wherein the memory
8 comprises a portable memory unit.

9
10 25. A game console as recited in claim 22, wherein the memory is
11 configured to store both the first and second media types.

12
13 26. A game console as recited in claim 22, wherein the first and second
14 media types are selected from a group of media types comprising game data, audio
15 data, and video data.

16
17 27. A game console as recited in claim 22, wherein the user interface
18 comprises a graphical user interface that identifies the first and second media
19 types.

20
21 28. A game console as recited in claim 22, wherein the user interface
22 comprises a graphical user interface identifying contents of the portable memory
23 drive and the memory.

1 **29.** A game console as recited in claim 22, wherein the user interface
2 comprises a graphical user interface comprising:

3 a main menu that identifies the game media type, the music media type, and
4 the movie media type;

5 a games collection menu selectable from the main menu to identify one or
6 more game titles of the game media type that are currently available to play;

7 a music collection menu selectable from the main menu to identify one or
8 more music titles of the music media type that are currently available to play; and

9 a movie collection menu selectable from the main menu to identify one or
10 more movie titles of the movie media type that are currently available to play.

11
12 **30.** A game console as recited in claim 29, wherein the user interface
13 further comprises a graphical user interface comprising:

14 a games option menu selectable from the games collection menu to offer
15 options pertaining to a selected game title;

16 a music player menu selectable from the music collection menu to facilitate
17 playback of a selected music title; and

18 a movie player selectable from the music collection menu to facilitate
19 playback of a selected movie title.

20
21 **31.** A game console, comprising:

22 a memory;

23 a processor coupled to the memory; and

24 a user interface application stored in the memory and executed on the
25 processor to present a main menu for navigating to one of a games area pertaining

1 to gaming media, a music area pertaining to audio media, and a movie area
2 pertaining to video media.

3
4 **32.** A game console as recited in claim 31, wherein the memory
5 comprises a hard disk drive.

6
7 **33.** A game console as recited in claim 31, further comprising:
8 a portable media drive configured to communicate with a portable memory
9 device that stores one media type from the gaming media, the audio media, or the
10 video media; and

11 the user interface application being configured to facilitate access to
12 another media type besides said one media type stored on the portable memory
13 device.

14
15 **34.** A game console as recited in claim 31, wherein the memory
16 comprises a hard disk drive, the game console further comprising:

17 a portable media drive configured to communicate with a portable memory
18 device;

19 one or more memory units; and

20 the user interface application being configured to present a memory
21 collection menu identifying the hard disk drive, the portable memory device, and
22 the memory units that are available for storage of user data.

23
24 **35.** A game console, comprising:

25 one or more memory devices;

1 a processor; and

2 a user interface application stored in the memory and executed on the
3 processor to present a memory collection menu that identifies the one or more
4 memory devices that are available for storage of user data.
5

6 **36.** A game console as recited in claim 35, wherein the user interface
7 application facilitates memory management of the one or more memory devices.
8

9 **37.** A game console as recited in claim 35, wherein the memory
10 collection menu contains graphical elements representative of the one or more
11 memory devices, the graphical elements being depicted in a manner that visually
12 conveys an amount of capacity available for storage.
13

14 **38.** A game console as recited in claim 35, wherein the memory
15 collection menu contains graphical elements representative of the one or more
16 memory devices, the graphical elements being depicted with a gauge to denote
17 amounts of filled and unfilled storage space.
18

19 **39.** A game console as recited in claim 35, wherein the memory
20 collection menu allows user selection of a particular memory device, such that
21 upon selection, the user interface application presents a memory contents menu
22 that identifies contents of the selected memory device.
23
24
25

1 40. A game console as recited in claim 39, wherein the memory
2 contents menu identifies multiple saved games pertaining to a single game title
3 previously played on the game console and facilitates user selection of a saved
4 game.

5
6 41. A game console as recited in claim 39, wherein the memory
7 contents menu identifies multiple saved games pertaining to a single game title
8 previously played on the game console and facilitates user selection of multiple
9 saved games.

10
11 42. A game console as recited in claim 35, wherein the user interface
12 application facilitates copying of contents from one memory device to another
13 memory device.

14
15 43. A game console as recited in claim 35, wherein the memory
16 collection menu contains first and second graphical elements representative of at
17 least first and second memory devices, the user interface application being
18 configured to facilitate movement of a file stored on the first memory device to the
19 second memory device by dragging an icon associated with the file from the first
20 graphical element to the second graphical element.

21
22 44. A game console, comprising:
23 one or more memory devices; and
24
25

1 a portal architecture to facilitate access to content stored on the memory
2 devices, the portal architecture portraying the content according to media types of
3 the content.

4
5 **45.** A method comprising:
6 booting into a console application stored on a hard disk memory of a game
7 console; and
8 presenting a user interface to facilitate access to multiple different media
9 types.

10
11 **46.** A method as recited in claim 45, wherein the media types are
12 selected from a group of media types comprising game data, audio data, and video
13 data.

14
15 **47.** A method as recited in claim 45, wherein the presenting comprises
16 presenting a graphical user interface with selectable elements for each of the
17 media types.

18
19 **48.** A method as recited in claim 45, further comprising navigating to
20 one of multiple menus, where individual menus are associated with a particular
21 media type.

1 **49.** A method as recited in claim 48, further comprising presenting a
2 games collection menu that identifies games currently available for playing on the
3 game console.

4
5 **50.** A method as recited in claim 48, further comprising presenting a
6 music collection menu that identifies music currently available for playing on the
7 game console.

8
9 **51.** A method as recited in claim 48, further comprising presenting a
10 movie collection menu that identifies movies currently available for playing on the
11 game console.

12
13 **52.** A method as recited in claim 45, further comprising presenting a
14 memory contents menu that identifies contents stored on the hard disk memory.

15
16 **53.** A method as recited in claim 45, further comprising presenting a
17 parental control settings menu that allows a user to set various content filter levels
18 for the various media types.

19
20 **54.** One or more computer-readable media comprising computer-
21 executable instructions that, when executed, perform the method as recited in
22 claim 45.

1 **55.** A method comprising:

2 presenting a main menu for a game console that identifies different media
3 types that may be played by the game console, the media types including a game
4 media type, a music media type, and a movie media type;

5 upon selection of the game media type, navigating to a games collection
6 menu that identifies one or more game titles that are currently available to play;

7 upon selection of the music media type, navigating to a music collection
8 menu that identifies one or more music titles that are currently available to play;
9 and

10 upon selection of the movie media type, navigating to a movie collection
11 menu that identifies one or more movie titles that are currently available to play.

12
13 **56.** A method as recited in claim 55, further comprising, upon selection
14 of a game title from the game collection menu, navigating to a menu to play the
15 selected game title.

16
17 **57.** A method as recited in claim 55, further comprising, upon selection
18 of a music title from the music collection menu, navigating to a menu to play the
19 selected music title.

20
21 **58.** A method as recited in claim 55, further comprising, upon selection
22 of a movie title from the movie collection menu, navigating to a menu to play the
23 selected movie title.

1 **59.** A method as recited in claim 55, wherein the game console has one
2 or more memory devices, further comprising presenting a memory collection
3 menu that identifies the one or more memory devices that are available for storage
4 of user data.

5
6 **60.** A method as recited in claim 59, further comprising, upon selection
7 of a memory device from the memory collection menu, navigating to a memory
8 contents menu that identifies contents of the selected memory device.

9
10 **61.** One or more computer-readable media comprising computer-
11 executable instructions that, when executed, perform the method as recited in
12 claim 55.

13
14 **62.** A method comprising:
15 presenting a memory collection menu that identifies one or more memory
16 devices on a game console that are available for storage of user data; and
17 upon selection of a memory device, presenting a memory contents menu
18 identifying contents of the selected memory device.

19
20 **63.** A method as recited in claim 62, further comprising facilitating,
21 from the memory collection menu, memory management of the one or more
22 memory devices.

1 **64.** A method as recited in claim 62, further comprising depicting, as
2 part of the memory collection menu, graphical elements representative of the one
3 or more memory devices in a manner that visually conveys an amount of capacity
4 available for storing user data.

5
6 **65.** A method as recited in claim 62, further comprising listing, in the
7 memory contents menu, multiple saved games pertaining to a single game title that
8 have been previously played on the game console.

9
10 **66.** A method as recited in claim 65, further comprising facilitating,
11 from the memory contents menu, selection of a set of two or more saved games for
12 continued playing.

13
14 **67.** One or more computer-readable media comprising computer-
15 executable instructions that, when executed, perform the method as recited in
16 claim 62.

17
18 **68.** A method comprising:
19 storing multiple saved games of a single game title on a hard disk drive
20 integrated into a game console; and
21 facilitating selection of multiple saved games for play on the game console.

22
23 **69.** A method comprising:
24 storing multiple media types on one or more memory devices of a game
25 console; and

1 presenting a user interface that portrays content of the game console
2 according to the media types.

3
4 **70.** A user interface for a game console, comprising:

5 a main menu configured to identify different media types that may be
6 played by the game console, the media types including a game media type, a
7 music media type, and a movie media type;

8 a games collection menu accessible from the main menu to identify one or
9 more game titles that are currently available to play on the game console;

10 a music collection menu accessible from the main menu to identify one or
11 more music titles that are currently available to play on the game console; and

12 a movie collection menu accessible from the main menu to identify one or
13 more movie titles that are currently available to play on the game console.

14
15 **71.** A user interface as recited in claim 70, further comprising a games
16 option menu accessible from the games collection menu to offer options pertaining
17 to a particular game title.

18
19 **72.** A user interface as recited in claim 71, further comprising one or
20 more extensible menus accessible from the games option menu to provide
21 information regarding the particular game title.

1 73. A user interface as recited in claim 70, further comprising a music
2 player menu accessible from the music collection menu to facilitate playback of a
3 particular music title.

4
5 74. A user interface as recited in claim 73, further comprising one or
6 more soundtrack creation menus accessible from the music player menu to create a
7 soundtrack from one or more tracks of music.

8
9 75. A user interface as recited in claim 70, further comprising a movie
10 player menu accessible from the movie collection menu to facilitate playback of a
11 particular movie title.

12
13 76. A user interface as recited in claim 70, further comprising a memory
14 collection menu accessible from the main menu to identify one or more memory
15 devices of the game console.

16
17 77. A user interface as recited in claim 76, further comprising a memory
18 contents menu accessible from the memory collection menu to identify contents of
19 the selected memory device.

20
21 78. A user interface as recited in claim 70, further comprising a settings
22 collection menu accessible from the main menu to offer system level options for
23 operating the game console.

1 **79.** A user interface as recited in claim 78, further comprising a clock
2 settings menu accessible from the settings collection menu to facilitate adjustment
3 of a system clock in the game console.

4
5 **80.** A user interface as recited in claim 78, further comprising a
6 language settings menu accessible from the settings collection menu to facilitate
7 adjustment of a language used in the game console.

8
9 **81.** A user interface as recited in claim 78, further comprising an audio
10 settings menu accessible from the settings collection menu to facilitate user
11 selection of an audio mode.

12
13 **82.** A user interface as recited in claim 78, further comprising a video
14 settings menu accessible from the settings collection menu to facilitate user
15 selection of a video mode.

16
17 **83.** A user interface as recited in claim 78, further comprising a parental
18 control settings menu accessible from the settings collection menu to allow a user
19 to set various content filter levels for the different media types.

20
21 **84.** A computer-readable medium for a game console comprising
22 computer-executable instructions that, when executed, direct the game console to:
23 perform a set of system level checks to evaluate system parameters of the
24 game console;
25

perform a set of media level checks to determine whether a recognizable media is loaded into the game console; and

load a console application that alternately presents (1) a main menu that facilitates access to multiple media-specific menus for different types of media and (2) a media-specific menu associated with the media loaded into the game console if the media is recognized.

85. A computer-readable medium as recited in claim 84, further comprising computer-executable instructions that, when executed, direct the game console to:

evaluate whether a hard disk drive in the game console is present;

evaluate whether a language for the game console is set; and

evaluate whether a clock for the game console is set.

86. A computer-readable medium as recited in claim 84, further comprising computer-executable instructions that, when executed, direct the game console to:

detect whether the media in the game console is a game disc;

detect whether the media in the game console is a movie disc; and

detect whether the media in the game console is an audio disc.